

# L.I.P.S.A.- Defensive Pistol Match

Welcome to L.I.P.S.A.'s DEFENSIVE PISTOL match. If you've ever shot IDPA at Freeport before, you'll feel right at home here. **We're also trying out 2 new divisions, BUG and NFC.** Rules and restrictions are below. Also below are the divisions and some of the rules we'll be following.

**CDP** (Custom Defense Pistol) - Any .45 caliber semi-automatic handgun. To start, gun is loaded with 8 rounds in the mag and 1 in the chamber (Optional). All other mags loaded to 8 unless otherwise specified in course description.

**SSP** (Standard Service Pistol) - Similar to USPSA's production division. Any 9mm or larger handgun. To start, gun is loaded with 10 rounds in the mag and 1 in the chamber (Optional). All other mags are loaded to 10 unless otherwise specified in course description.

**ESP** (Enhanced Service Pistol) - Any 9mm or larger handgun with slight modifications. Included are mag wells and magazines with extended base pads. To start, gun is loaded with 10 rounds in magazine and 1 in the chamber (Optional). All other mags are loaded to 10 unless otherwise specified in course description.

**SSR** (Standard Service Revolver) - Any 6 shot revolver, .38 caliber or larger that uses speedloaders.

**ESR** (Enhanced Service Revolver) - Any 6 shot revolver, .38 caliber or larger that uses moon clips.

**CCP** (Concealed Carry Pistol)- Any 9mm or larger handgun with slight modifications. Included are mag wells and magazines with extended base pads. A maximum barrel length is 4 inches. To start, gun is loaded with 8 rounds in magazine and 1 in the chamber (Optional). All other mags are loaded to 8 rounds unless otherwise specified in course description.

**BUG** (Back Up Gun)- Any automatic, .380 or larger with a 3 ½ in barrel or less. Or any 6 shot revolver with a 2 ½ in barrel or less. Autos are loaded with 6 rounds in the magazine and 1 in the chamber (Optional). Revolvers are loaded to 6 rounds.

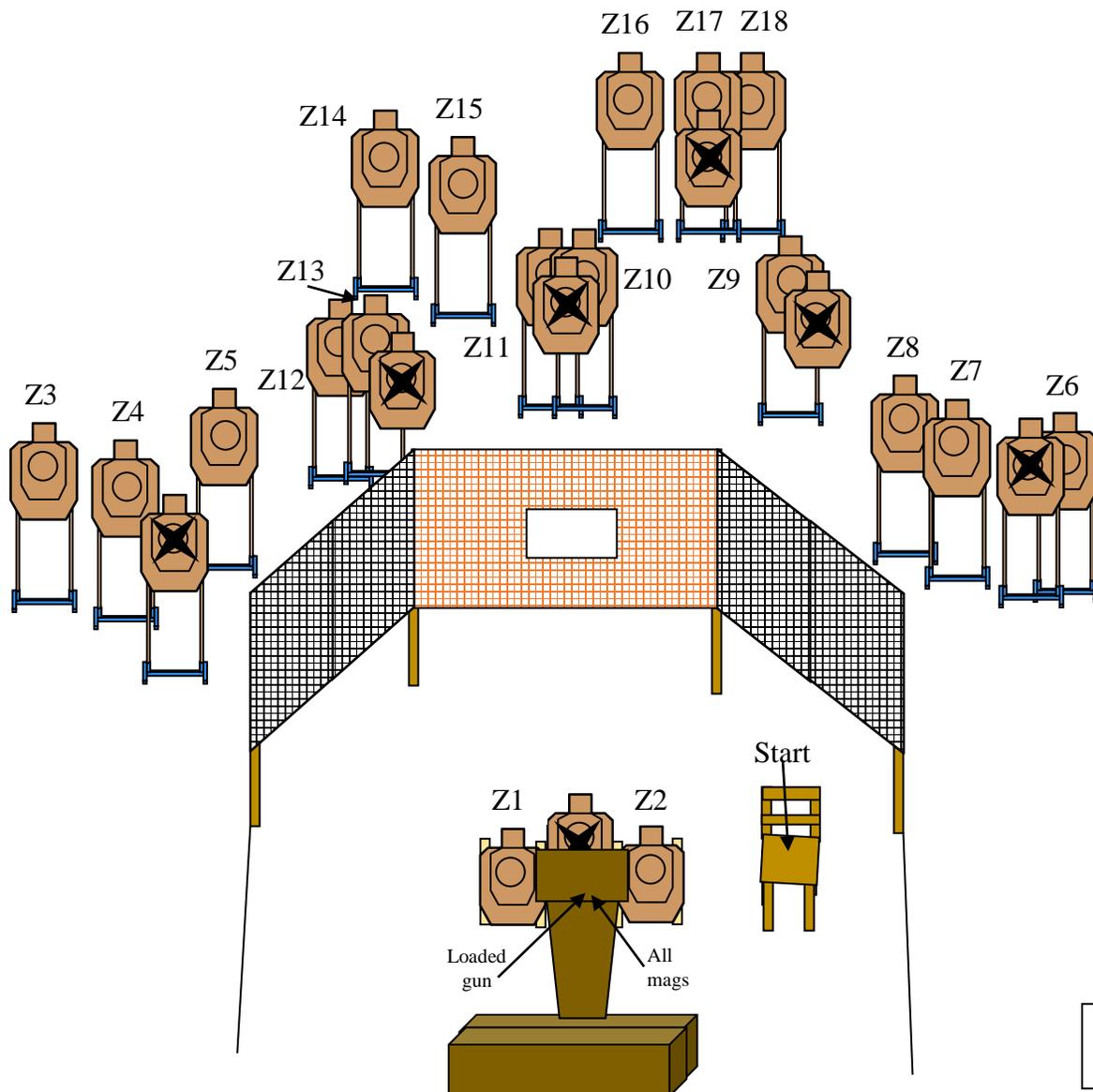
**NFC** (Not For Competition)- Bring your 22. Bring your Limited gun. Bring your Carry Optics. You can even bring your Open gun. Come out and have fun. All rules apply except for the cover garment. You can leave that at home.

- **Holsters**- Any strong side belt holster. No speed rigs. No drop holsters. No inside the pants holsters. No shoulder rigs.
- **Concealment**- All shooting must be done while wearing a cover garment. Vest, shirt or jacket. (Not for NFC).
- **Tactical order**- Targets must be engaged in Tactical order. If shooting from side of cover, you engage the outside target first and work your way in. (Slicing the pie). If targets are right in front of shooting position or through a port, you engage closest target first. That target poses the greatest threat.
- **Reloading**- All reloads must be done from behind cover. No re-loading in the open or on the move.
- **Magazines/ Cylinders**- All magazines and cylinders should be shot dry before reloading. If you want to reload and your magazine or cylinder is partially full, then you must retain the magazine or bullets on person either in mag pouches or pocket.



# DEFENSIVE PISTOL

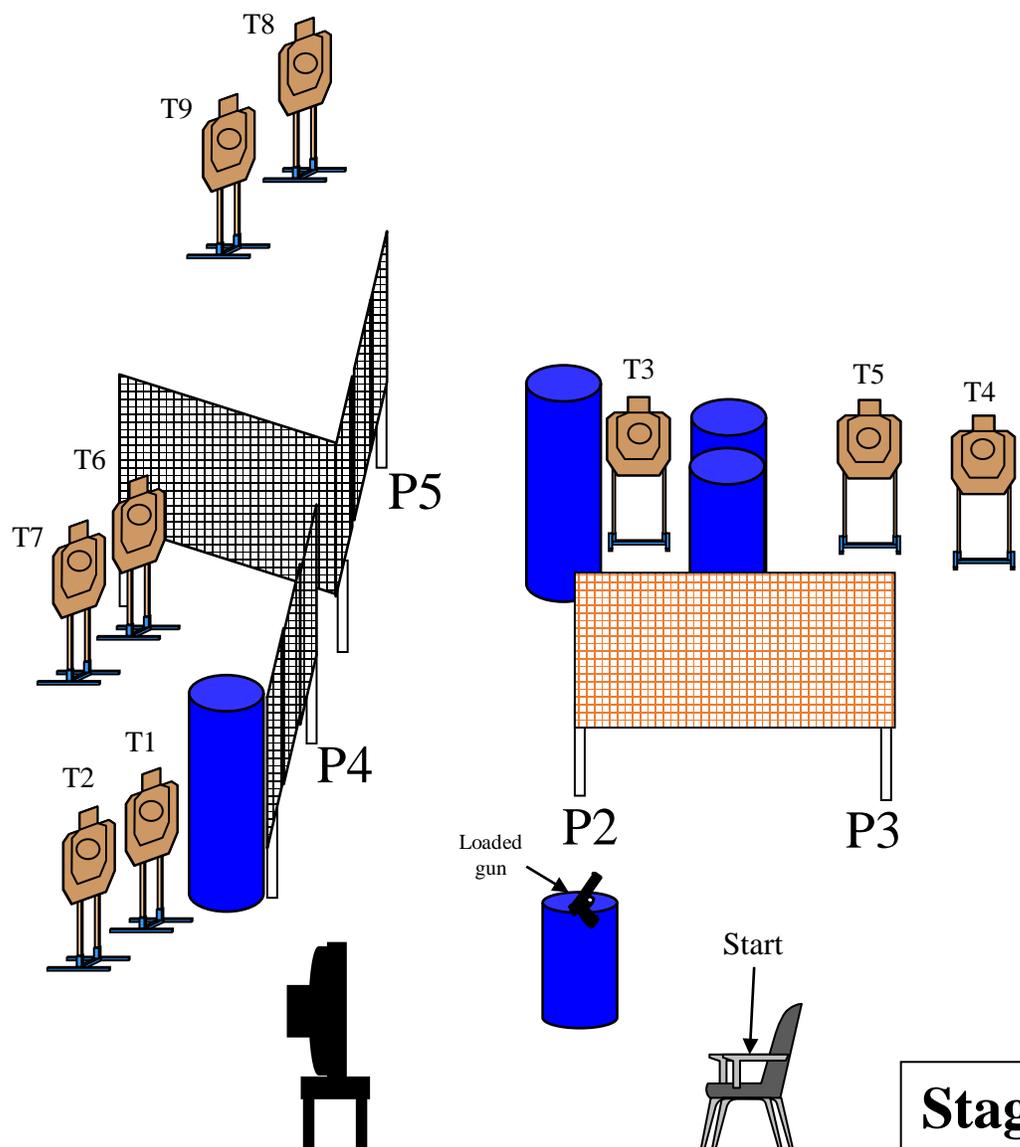
<b>LIPSA</b>	<b>STAGE NAME: Zombie Apocalypse</b>
<b>RULES:</b> LIPSA Defensive Pistol	<b>Course Designer:</b> Michael Linsalata
<b>SCENARIO:</b> You're at your favorite place of worship when The Zombie Apocalypse breaks out. You know there's a gun and extra mags in the podium. Get to the gun and mags. Take down The Walkers. Remember... there's only one way to kill The Dead.	
<b>POSITION:</b> Sitting in chair facing up range. Knees are crossed and you're holding Prayer book in both hands. Loaded gun and all mags are in Podium.	
<b>PROCEDURE:</b> At signal, drop prayer book and advance to Podium to retrieve loaded gun and all mags. Engage Z1 and Z2 from atop of Podium with one round each to the head. Then engage all remaining Zombies with one round each to the head. <b>(All mags needed for stage must be taken from Podium).</b>	<b>SCORING:</b> Vickers, 18 Rounds <b>SCORED HITS:</b> Best 1 per target <b>TARGETS:</b> 18 D.P. Targets <b>PENALTIES:</b> Standard <b>SIGNAL:</b> Start is standard beep; Stop Last Round fired



**Stage 1**

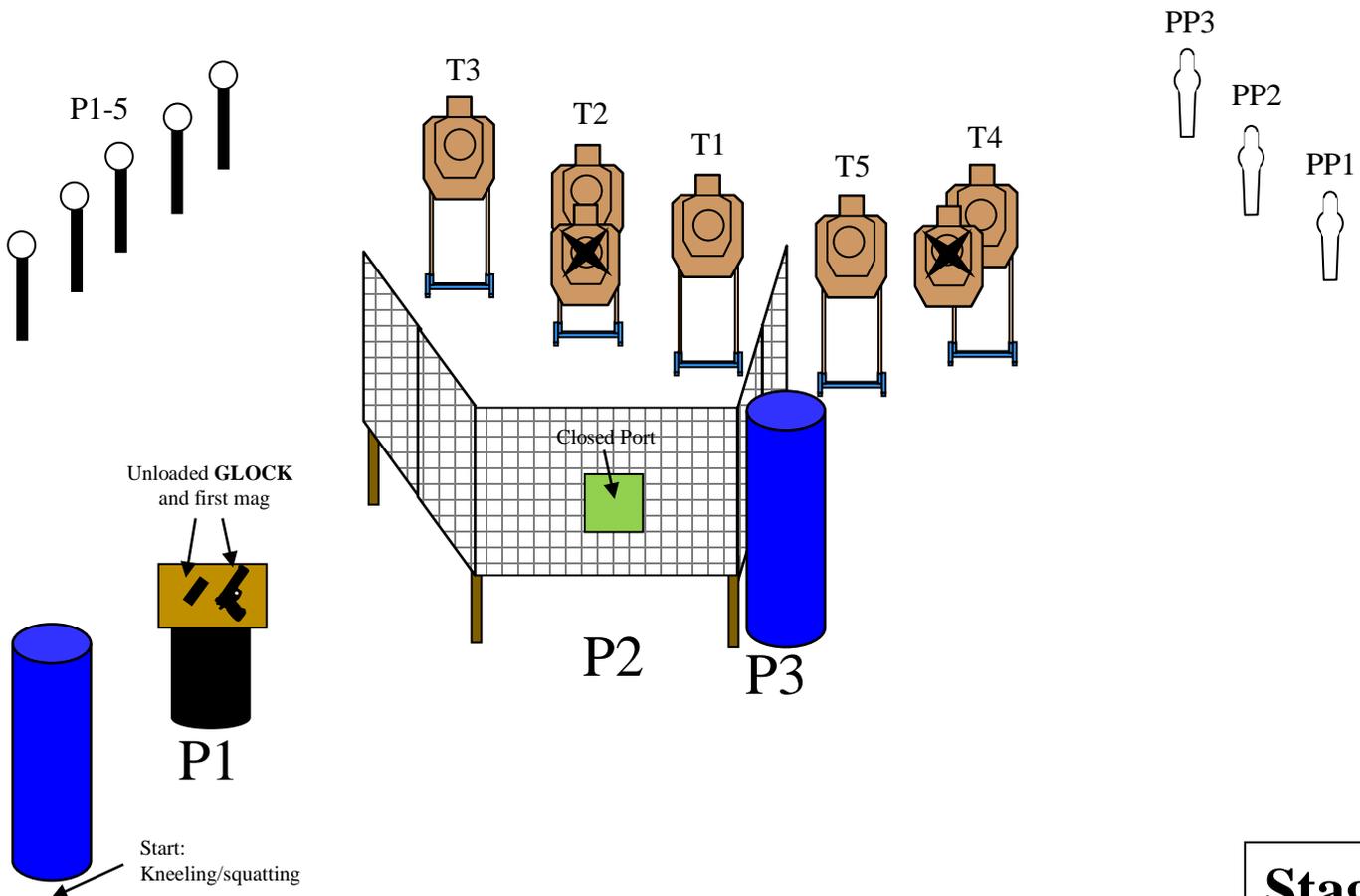
# DEFENSIVE PISTOL

<b>LIPSA</b>	<b>STAGE NAME: I JUST WANT TO WATCH FOOTBALL</b>	
<b>RULES:</b> LIPSA Defensive Pistol	<b>Course Designer:</b> Michael Linsalata	
<b>SCENARIO:</b> All you want to do is spend your Sunday watching the Jets get crushed by the Patriots. As usual. Before you know it, thugs are breaking into your home. You need to react...violently!		
<b>POSITION:</b> Sitting in chair holding remote control in your strong hand. Loaded gun on barrel.		
<b>PROCEDURE:</b> At signal, pick up loaded gun and engage T1 and T2 first. Advance to P2 and engage T3. Step over to P3 and engage T4 and T5. Advance to P4 and engage T6 and T7. Move down to P5 and engage T8 and T9. (All targets must be engaged in Tactical order).	<b>SCORING:</b> Vickers, 18 Rounds <b>SCORED HITS:</b> Best 2 per target <b>TARGETS:</b> 9 D.P. Targets <b>PENALTIES:</b> Standard <b>SIGNAL:</b> Start is standard beep; Stop Last Round fired	



# DEFENSIVE PISTOL

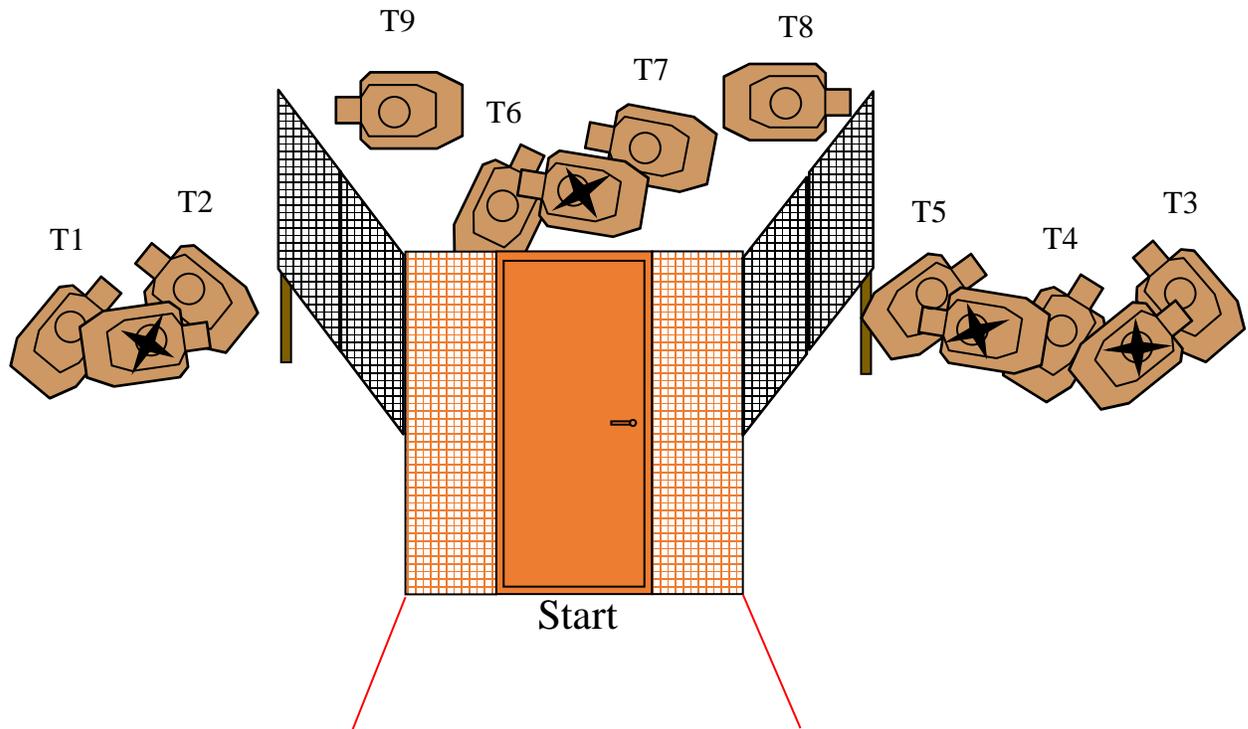
<b>LIPSA</b>	<b>STAGE NAME: Optical Delusion</b>	
<b>RULES:</b> LIPSA Defensive Pistol	<b>Course Designer:</b> Michael Linsalata, Nick Bonis, Adam Gordon	
<p><b>SCENARIO:</b> The economy collapses. Marshal Law is declared. Gangs are running rampant. Committing all types of horrible crimes. You need to hunker down in your home and protect your family. But guess what. Your STI open gun is in the shop... AGAIN. You'll just have to use another gun. But guess what? You sold all of your Glocks, 2 Smith &amp; Wesson's, a Sig and a Beretta to buy that open gun. Now you have no way to defend your family. You have a choice to make. Stay in your home, unprotected and wait for certain death. Or, go to one of your friend's house. A friend that still has all his Glocks.</p>		
<p><b>POSITION:</b> Covering behind barrels, (Cause you have no weapon). Hands on top of heads. Unloaded gun and first mag on table.</p>		
<p><b>PROCEDURE:</b> At signal, retrieve unloaded Glock and first mag from table. Then engage P1-P5 from P1. Advance to P2, open port and engage T1-T3. Move over to P3 and engage PP1-3, T4 and T5. (<b>All targets must be engaged in Tactical Order. Steel must fall to score.</b>)</p>	<p><b>SCORING:</b> Vickers, 18 Rounds  <b>SCORED HITS:</b> Best 2 per target, kd steel  <b>TARGETS:</b> 5 IDPA Targets, 8 steel  <b>PENALTIES:</b> Standard  <b>SIGNAL:</b> Start is standard beep; Stop Last Round fired</p>	



**Stage 3**

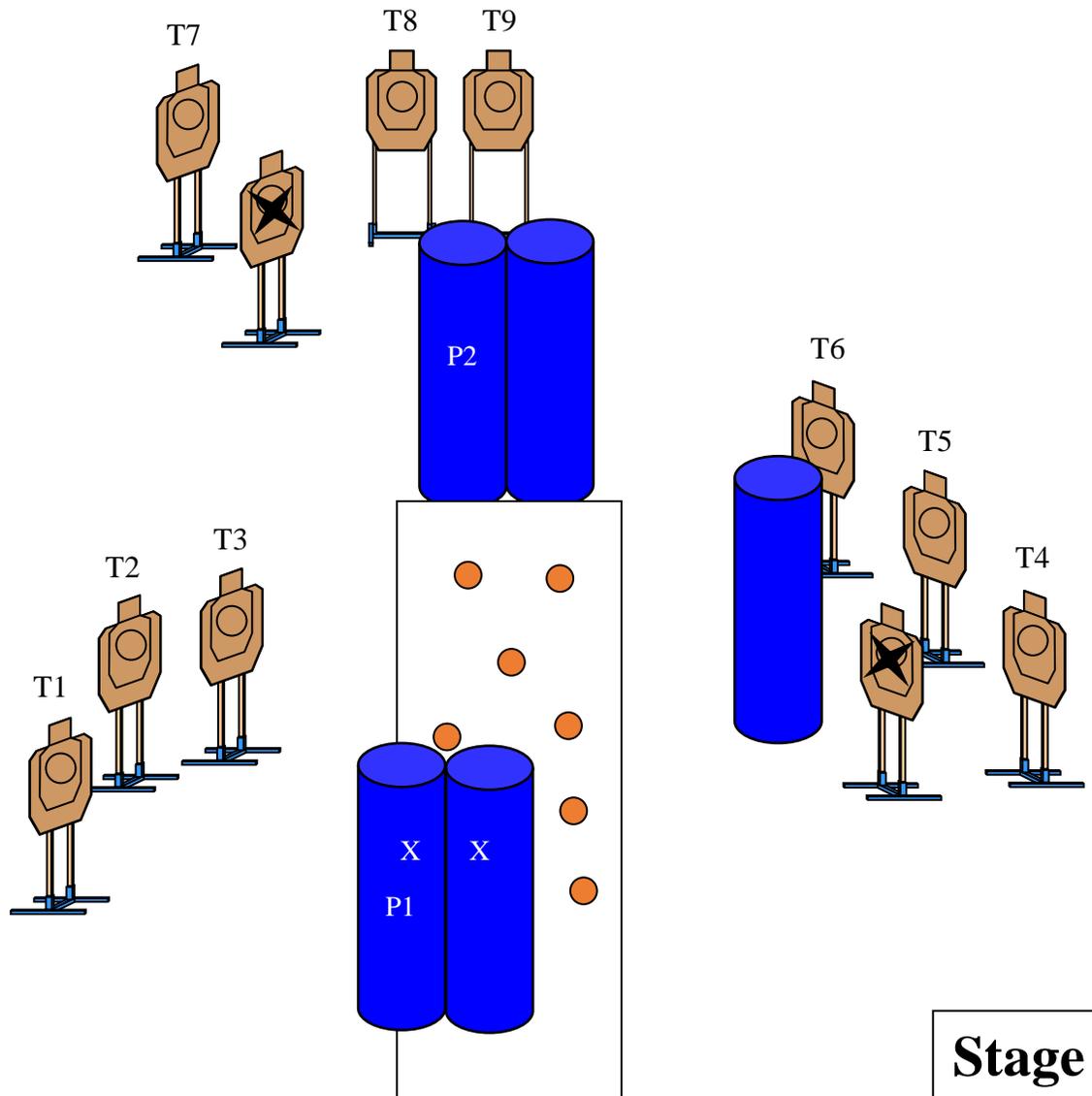
# DEFENSIVE PISTOL

<b>LIPSA</b>	<b>STAGE NAME: DOG ATTACK</b>
<b>RULES:</b> LIPSA Defensive Pistol	<b>Course Designer:</b> Michael Linsalata
<b>SCENERIO:</b> You heard rumors that a pack of wild dogs was running around attacking innocents. You never thought it would happen to you and yours. As you approach your front door, you hear them. Barking and snarling. You also hear screaming...your family!!! Check both sides of the house. Your kids love to play outside. Then check inside. Take out those menacing mutts. Watch your fire though!!	
<b>POSITION:</b> Standing in front of door with hands relaxed at sides. Gun is loaded and holstered.	
<b>PROCEDURE:</b> At signal, engage T1 and T2 in Tactical order from left side of wall. Engage T3-T5 in Tactical order from right side of wall. Open door and engage T6-T9 in Tactical order. (All targets get 2 rounds each).  <b>(All targets should be mounted low to the ground).</b>	<b>SCORING:</b> Vickers, 18 Rounds <b>SCORED HITS:</b> Best 2 per target <b>TARGETS:</b> 9 D. P. Targets <b>PENALTIES:</b> Standard <b>SIGNAL:</b> Start is standard beep; Stop Last Round fired



# DEFENSIVE PISTOL

<b>LIPSA</b>	<b>STAGE NAME: Mine Field</b>	
<b>RULES:</b> LIPSA Defensive Pistol	<b>Course Designer:</b> Kevin O'Brien	
<b>SCENARIO:</b> You crashed in your chopper. Outside your LZ is a Mine laden hostile enemy territory. Proceed to extraction point without blowing yourself to pieces while defending yourself against hostile gorillas and saving the pilot and co-pilot being held hostage.		
<b>POSITION:</b> Standing with palms flat on X's, gun is loaded and holstered.		
<b>PROCEDURE:</b> At signal, engage T1-T3 with 2 rounds each from P1. Perform a reload with retention, then engage T4-T6 while moving to P2. Engage T7-T9 from P2. (All targets must be engaged in Tactical Order). (Stepping on a Mine adds 5 seconds to your Time...each).	<b>SCORING:</b> <b>SCORED HITS:</b> <b>TARGETS:</b> <b>PENALTIES:</b> <b>SIGNAL:</b>	Vickers, 18 Rounds Best 2 per target 9 IDPA Targets Standard Start is standard beep; Stop Last Round fired



# DEFENSIVE PISTOL

<b>LIPSA</b>	<b>STAGE NAME: Down Under, Down Under</b>	
<b>RULES:</b> LIPSA Defensive Pistol	<b>Course Designer:</b> Michael Linsalata	
<b>SCENERIO:</b> You're hanging out in the Aussie Outback, drinking Fosters with Mick Dundee. A group of poachers approach. They have Kangaroos in cages. You and Mick better do something fast or these Roos are goners. Unfortunately, Crocodile Man only has a knife. That's not gonna be enough against all these bad guys with rifles. You, thank The Maker, are carrying a different type of steel. Save those jumpers!!!!		
<b>POSITION:</b> Standing at Position 1 (P1), hands flat on X's. Gun is loaded and holstered.		
<b>PROCEDURE:</b> At signal, engage T1-T3 from P1. Advance to P2 and engage T4-T6. Advance to P3 and engage T7-T9 from under wall. (All targets must be engaged in Tactical order).	<b>SCORING:</b> Vickers, 18 Rounds	
	<b>SCORED HITS:</b> Best 2 per target	
	<b>TARGETS:</b> 9 IDPA	
	<b>PENALTIES:</b> Standard	
	<b>SIGNAL:</b> Start is standard beep; Stop Last Round fired	

